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1 Design and evaluation of a wide-area event notification service

© August 2001 ACM Transactions on Computer Systems (TOCS), Volume 19, Number 3, August 2001, pp. 293-322, ISSN 0885-4087, 10.1145/383722, 10 pages.
Publisher: ACM Press

Full text available: [pdf\(1.08 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The components of a loosely coupled system are typically designed to operate and respond to asynchronous events. An event notification service is an independent infrastructure that supports the construction of event-based systems. Generators of events publish event notifications to the infrastructure and subscribers subscribe with the infrastructure to receive relevant notifications. The two components that should be provided are:

Keywords: content-based addressing and routing, event notification, pull

→ 2 Strategies for integrating messaging and distributed object transactions Stefan Tai, Isabelle Rouvellou

April 2000 IFIP/ACM Intern

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(460.54\)](#) Additional Information: [full citation](#), [abst](#)

KB)citing

Messaging, and distributed transactions, describe two important models for enterprise software systems. Distributed object middleware aims to support providing messaging and transaction services. But while the concept of distributed transactions is well-understood, support for messaging in distributed objects is still in its early stages, and not nearly as readily perceived. Integrating messaging into distributed object environments, and in particular ...

3 Scalable directory services using proactivity

Fabián E. Bustamante, Patrick Widener, Karsten Schwan

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**, 2002, pp. 1-10
Publisher: IEEE Computer Society Press

Full text available:  [pdf\(154.65 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Common to computational grids and pervasive computing is the need for an efficient, and scalable directory service that provides information about the environment. We argue that a directory interface that 'pushes' information changes to objects can significantly improve scalability. This paper describes the implementation, and evaluation of the Proactive Directory Service (PDS). PDS supports a customizable 'proactive' mode through which ...

4 A portable implementation of the distributed systems annex in Java

 Yoav Tzruya, Mordechai Ben-Ari

November 1998 **ACM SIGAda Ada Letters , Proceedings of the 1998 annual SIGAda international conference on Ada SIGAda '98**, 1998, pp. 1-10
Issue 6

Publisher: ACM Press

Full text available:  [pdf\(734.56 KB\)](#) Additional Information: [full citation](#), [reference](#), [index terms](#)

Keywords: Ada95, Java, distributed systems

5 The Proteus multiprotocol message library

Kenneth Chiu, Madhusudhan Govindaraju, Dennis Gannon

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Sup**
Publisher: IEEE Computer Society Press

Full text available: [pdf\(128.51 KB\)](#) Additional Information: [full citation, abst](#)
[citations, index term](#)

Grid systems span manifold organizations and application domains. Because environment inevitably engenders multiple protocols, interoperability mechanisms are crucial to seamless, pervasive access. This paper presents the design, rationale and implementation of the Proteus multiprotocol library for integrating multiple protocols, such as SOAP and JMS, within one system. Proteus decouples clients from protocol code at run-time, allowing clients to incorporate separate ...

Keywords: SOAP, component, grid, middleware, multiprotocol

6 [Session 14: middleware support for multimedia: A pluggable service-to-service communication mechanism for home multimedia networks](#)

Jin Nakazawa, Hideyuki Tokuda

December 2002 **Proceedings of the tenth ACM international conference on**

Publisher: ACM Press

Full text available: [pdf\(436.61 KB\)](#) Additional Information: [full citation, abst](#)

This paper proposes a pluggable service-to-service (S2S) communication middleware for home networks, called Virtual Networked Appliance (VNA). The architecture, service description method and the plug-gable S2S communication mechanism are separated in an orthogonal way. Through the separation, the paper solved problems of home networks on which users have to operate multiple middleware technologies simultaneously: middleware fragmentation pro

7 [Work in progress papers: GlobalCom: a unified messaging system using synchronous and asynchronous forms](#)

Declan Barber

June 2002 **Proceedings of the inaugural conference on the Principles and practice of programming, 2002** and **Proceedings of the second workshop on representation engineering for virtual machines, 2002** PPPJ

Publisher: National University of Ireland

Full text available: [pdf\(332.19 KB\)](#) Additional Information: [full citation, abst](#)

KB)

GlobalCom is an applied project that aims to provide an internet-based system. for the global enterprise. The need for GlobalCom arose from the concerned with the development of groupware to enable a globally distributed system to manage a crisis. GlobalCom's core functionality includes the ability to communicate in real time, or asynchronously, using communications means such as Chatroom, SMS messaging, Email, Telephony and Voicemail and to av ...

8 Data transfer between Java Applets and legacy APL systems

 B. Amos, G. Disney, D. Sorrey

January 1998 **ACM SIGAPL APL Quote Quad , Proceedings of the conference on knowledge share success APL '97**, Volume 28 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(843.73 KB\)](#) Additional Information: [full citation](#), [abstract](#)

The rise of Internet technologies (particularly Java) provides many benefits for the development and deployment of user interfaces. In many cases, however, the system is behind the times: Internet hostile, no object orientation, etc. How can data be transferred between the new generation front end and the old generation back end without compromising the strengths or integrity of either? This paper discusses the use of customised Java data serialisation to achieve this goal against a large number of constraints ...

9 Hermes: a notification service for digital libraries

 D. Faensen, L. Faultstich, H. Schweppe, A. Hinze, A. Steidinger

January 2001 **Proceedings of the 1st ACM/IEEE-CS joint conference on digital libraries**

Publisher: ACM Press

Full text available:  [pdf\(183.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The high publication rate of scholarly material makes searching and browsing an inconvenient way to keep oneself up-to-date. Instead of being the active ones to access, researchers want to be notified whenever a new paper in one's research area is published. While more and more publishing houses or portal sites offer news services, this approach has several disadvantages. We introduce the Hermes alerting system that integrates a variety of different ...

Keywords: collaborative filtering, electronic publishing, recommender systems

10 Software engineering and middleware: a roadmap Wolfgang Emmerich**May 2000 *Proceedings of the Conference on The Future of Software Engineering***
Publisher: ACM PressFull text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [reference](#), [index terms](#)**11 StratOSPHERE: mobile processing of distributed objects in Java** Daniel Wu, Divyakant Agrawal, Amr El Abbadi**October 1998 *Proceedings of the 4th annual ACM/IEEE international conference on Mobile computing and networking*****Publisher:** ACM PressFull text available:  [pdf\(1.38 MB\)](#) Additional Information: [full citation](#), [reference](#), [index terms](#)**12 A scaleable event infrastructure for peer to peer grids** Geoffrey Fox, Shrideep Pallickara, Xi Rao**November 2002 *Proceedings of the 2002 joint ACM-ISCOPE conference*****Publisher:** ACM PressFull text available:  [pdf\(400.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

In this paper we propose a peer-to-peer (P2P) grid comprising resources from static clients, high-end resources and a dynamic collection of multiple P2P nodes. We investigate the architecture of the messaging and event service that will support a hybrid environment. We designed a distributed publish-subscribe system for XML specified messages. NaradaBrokering interpolates between centralized systems like JMS (Java Message Service) and P2P environments. Her ...

Keywords: JXTA, P2P systems, event distribution systems, grid computing

13 On objects and events

◆ Patrick Th. Eugster, Rachid Guerraoui, Christian Heide Damm
October 2001 **ACM SIGPLAN Notices , Proceedings of the 16th ACM conference on Object oriented programming, systems, languages and applications OOPSLA '01**, Volume 36 Issue 11

Publisher: ACM Press

Full text available: [!\[\]\(d3fb9f94af8b26d1c844efa9a98805b0_img.jpg\) pdf\(308.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper presents linguistic primitives for publish/subscribe programming and objects. We integrate our primitives into a strongly typed object-oriented language through four mechanisms: (1) serialization, (2) multiple subtyping, (3) closures, and (4) deferred code evaluation. We illustrate our primitives through Java, showing how to overcome its respective lacks. A precompiler transforms statements based on publish/subscribe primitives into calls to specifically generated ...

14 The Jini architecture: dynamic services in a flexible network

◆ Ken Arnold

June 1999 **Proceedings of the 36th ACM/IEEE conference on Design automation**
Publisher: ACM Press

Full text available: [!\[\]\(73002692dd5e7a64e60946be3158e719_img.jpg\) pdf\(62.17 KB\)](#) Additional Information: [full citation](#), [reference](#), [citations](#), [index terms](#)

Keywords: Java, Jini, distributed computing, distribution, networks

15 State-of-the-art presentations: Distributed component technologies and their engineering implications

◆ Wolfgang Emmerich

May 2002 **Proceedings of the 24th International Conference on Software Engineering**
Publisher: ACM Press

Full text available: [!\[\]\(aab88c0d099e5d18d6533a97b13ec28d_img.jpg\) pdf\(1.27 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

In this state of the art report, we review advances in distributed component technologies such as the Enterprise Java Beans specification and the CORBA Component Model. We also assess the state of industrial practice in the use of distributed component technologies and architectural styles for whose implementation distributed components have been used.

successfully. We review the use of iterative and incremental development notion of model driven architecture. We then assess the st ...

16 Session 10C: information sharing: Channeled multicast for group communication

✉ Paolo Busetta, Antonia Donà, Michele Nori

July 2002 **Proceedings of the first international joint conference on Agents and multiagent systems: part 3**

Publisher: ACM Press

Full text available: [pdf\(153.01 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Multi-agent systems can benefit from the possibility of broadcasting messages to an audience. The audience may include overhearing agents which, unknown to the sender, can overhear conversations and, among other things, pro-actively send suggestions. Current agent communication languages however lack adequate support for broadcast. This paper defines the requirements for a form of broadcast that we call *channeled*, and distinguishes its distinguishing features include the ability to di ...

Keywords: agent communication languages, auction protocols, broadcast, communications, multicasting, overhearing

17 Abstracting remote object interaction in a peer-2-peer environment

✉ Patrick Thomas Eugster, Sébastien Baehni

November 2002 **Proceedings of the 2002 joint ACM-ISCOPE conference**

Publisher: ACM Press

Full text available: [pdf\(202.02 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Leveraged by the success of applications aiming at the "free" sharing of resources, the paradigm of peer-to-peer (P2P) computing has been devoted substantial attention recently. This paper presents an abstraction for remote object interaction in a distributed environment, called borrow/lend (BL). We present the principles underlying this abstraction, and its implementation in Java. We contrast our abstraction with other abstractions for distributed programming such as the remote method invocation ...

Keywords: Java, abstraction, borrow/lend, peer-to-peer, type

18 Development routes for message passing parallelism in Java

◆ J. A. Mathew, H. A. James, K. A. Hawick

June 2000 **Proceedings of the ACM 2000 conference on Java Grande**
Publisher: ACM Press

Full text available:  [pdf\(775.87 KB\)](#) Additional Information: [full citation](#), [reference](#), [index terms](#)

Keywords: JUMP, Java, Java Grande, JavaSpaces, Jimi, MPI, PJMPI, n

19 Software engineering tools and environments: a roadmap

◆ Harold Ossher, William Harrison, Peri Tarr

May 2000 **Proceedings of the Conference on The Future of Software Engineering**
Publisher: ACM Press

Full text available:  [pdf\(1.86 MB\)](#) Additional Information: [full citation](#), [reference](#), [index terms](#)

Keywords: integration, process-centered software engineering environments, support environments, separation of concerns, software engineering environments

20 Conservative simulation: Conservative simulation using distributed-shared memory

Y. M. Teo, Y. K. Ng, B. S. S. Onggo

May 2002 **Proceedings of the sixteenth workshop on Parallel and distributed simulation**

Publisher: IEEE Computer Society

Full text available:  [pdf\(662.60 KB\)](#)

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This paper focuses on conservative simulation using distributed-shared memory. It discusses the use of JavaSpaces for distributed shared memory and processor communication. JavaSpaces, a special service of Java Jini, provides a persistent memory for simulation message communication among processes. The paper presents two benchmark programs written using our SPaDES/Java parallel simulation system. The first program is a linear pipeline system representing a loosely-coupled parallel system. The second program is a 2D finite difference simulation of a heat transfer problem.

The PHOLD program represents a strongly-connected closed system. Ex

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